

HEROES OF THE NIGHT

NEW ARCHETYPES FOR BARBARIANS, FIGHTERS, AND WARIOCKS

BARBARIAN PATH: WOLFSBLOOD

All barbarians must learn to master their rage; the Wolfsblood are those whose wrath stems from an inborn or inflicted lycanthropic curse. Through this path of training, noble Wolfsbloods turn this evil power to their advantage, while the worst follow in their ancestors' bloody footsteps. Only those who have taken on the curse of lycanthropy

WRITING BRANDES STODDARD
COLOR ART DAN NOKES
EDITING JAMES HAECK
LAYOUT ERIC LIFE-PUTNAM



may adopt this path; it is most commonly passed on from another Wolfsblood in a blood-soaked rite of passage.

Other types of lycanthropic barbarians are found in legend, such as the Bear-kin, the Boar-blood, and the Black Stripes. If any of them still remain, they follow their own traditions.

The saving throw DC for your Moonstruck and Cursed Bite abilities is 8 + your Constitution modifier + your proficiency bonus. The restriction against concentrating on spells while raging does not apply to your Moonstruck or Cursed Bite features.

Slaver Jaws. At 3rd level when you adopt this Path, you can temporarily transform your jaws into a dangerous weapon. Whenever you wish, you may transform your nose and jaw into a snout as part of rolling initiative, or as a bonus action at any time during combat. Transforming them back requires an action, and the transformation lasts until you deliberately end it. While transformed, you:

- ▶ May not speak save for grunts and howls, preventing you from completing verbal components in spells.
- ▶ May bite as an unarmed strike for 1d6 piercing damage, using either your Strength or Dexterity modifier for the attack. At 10th level, this damage increases to 1d8.
- ▶ May make a bite attack as a bonus action, only while raging.

Keen Senses. At 3rd level, when you adopt this path, your sense of hearing and your sense of smell become preternaturally keen. You gain advantage on Wisdom (Perception) checks

involving sound or scent, and you may make Wisdom (Survival) checks to track targets based solely on scent traces, with the check's DC determined by the GM.

Further, you gain immunity to all forms of lycanthropic curses, since you already have one.

No Fear Save Silver. Starting at 6th level, you take on lycanthropic resilience when raging. You gain resistance to bludgeoning, piercing, or slashing damage dealt by a non-silver weapon while you are raging.

Moonstruck. Starting at 10th level, you gain a limited ability to pass on the madness that a werewolf suffers during the full moon. After you deal damage to an enemy with a bite attack or any other unarmed strike, you may force the enemy to make a Wisdom saving throw or suffer the effects of the *confusion* spell, with a duration of 1 minute or until you lose concentration. You automatically succeed on the first Constitution saving throw to maintain concentration on this effect. Once you use this feature, you may not do so again until you complete a long rest.

Starting at 14th level, you regain the use of this feature upon completing a short rest or a long rest.

Cursed Bite. Starting at 14th level, your curse of lycanthropy is as potent as the darkest of legends, and you can immediately turn a bitten enemy into a werewolf under your control. After you deal damage to an enemy with a bite attack or any other unarmed strike, you may force the enemy to make a Constitution saving throw. Creatures of types other than fey, giants, and humanoids automatically succeed this saving throw. On a success, the target suffers an additional 3d10 piercing damage. On a failure, the target is polymorphed into a werewolf under your control for one minute, or until you lose concentration upon this effect. At the end of each of its turns, the target receives a new Constitution saving throw to revert to its natural form and break your control over it. Once you use this feature, you may not do so again until you complete a long rest.



FIGHTER ARCHETYPE: THE HAUNTED

Many warriors are haunted by the suffering they have seen, but only a rare few can call the soul of the dead back to their sides to aid them in battle. The haunted fighter—and spectral companion—excel at defending allies in battle. The spectral companion absorbs punishment for the fighter's allies, while the fighter tethers the companion to the Material Plane.

Spectral Companion. Starting at 3rd level when you choose this archetype, you gain a spectral companion that is bound to your soul. Your companion accompanies you on adventures and guards you and your allies. Any creature that can become undead can be a spectral companion, but its spirit manifests as a Medium-sized creature if it is normally larger. This spirit is incorporeal and visible to the naked eye. It speaks the languages it knew in life and may or may not retain knowledge it had while living. It has a number of hit points equal to $5 \times$ your fighter level and uses your Armor Class and saving throw values.

Your spectral companion takes full damage from single-target weapon and spell attacks and from effects that deal radiant or force damage. It takes no damage from spells and effects that target multiple creatures, unless it is guarding a creature damaged by such an effect (see below). It automatically succeeds on all saving throws. The companion can occupy your space, or the space of any of your allies. It cannot make attacks until you gain the Companion's Strike feature at 7th level. Your spectral companion must remain within 30 feet of you, and has a Speed of 30 feet.

As a bonus action, you may command your spectral companion to guard one creature other than yourself within 30 feet of you. It returns to you automatically if you are more than 30 feet away from it for any reason, and automatically goes with you if you shift away from the Material Plane. A guarded creature reduces all damage taken by 3, other than radiant or force damage. Regardless of the damage type, the spectral companion takes an equal amount of damage.

At 7th level, your spectral companion grants a guarded ally resistance to all damage, other than radiant or force damage, instead of reducing damage by 3.

If your spectral companion falls to 0 hit points, it is dispersed. A dispersed companion disappears from existence and is effectively dead. As part of a short or long rest, your spectral companion returns to full hit points, even if dispersed. You may also spend an action to spend a Hit Die and restore hit points equal to twice the result plus your Constitution modifier to your injured spectral companion.

Companion's Strike. Starting at 7th level, your spectral companion can lash out at opponents, allowing you to join in opportunity attacks outside your own reach. When an enemy provokes an opportunity attack from the creature that your spectral companion guards, you may spend your reaction for the companion to attack as well. Its attack bonus is equal to your Strength or Dexterity bonus + your proficiency bonus. On a hit, it deals 1d10 necrotic damage and regains hit points equal to half the damage dealt. At 15th level, this damage increases to 2d10.

Manifestation. Starting at 10th level, you may allow your spectral companion to manifest completely for a short time. As an action, you conjure a ghost in a space within 30 feet of you with hit points equal to your five times your fighter level. It disappears when it falls to 0 hit points, moves more than 30 feet away from you, you lose Concentration, or the one-minute duration of the conjuration expires. The ghost is friendly to you and your allies. Roll initiative for the ghost separately. As an action, you may give it a simple verbal command (such as "possess a specific enemy" or "always attack the nearest enemy"). If you give it no commands, or has completed the last command you gave, it uses the Help action to grant advantage to one of your attack rolls. If it uses its Possession action, that effect immediately ends if the duration of the conjuration expires. Damage that the ghost takes does not transfer to your spectral

Eternal Bond

The only thing that all spectral companions have in common is that they were once alive, and are now dead. Their relationships with the fighters to whom they are bonded vary widely—some are hostile but compelled to obey by their magical bond, while others obey to protect their mutual existence, and others regard the fighter with friendship, loyalty, or love. While the rules above generally assume that the spectral companion is a humanoid, there's no reason that has to be true—a faithful hound can work just as well.

If you're the GM, consider creating a few interesting secrets known to the spectral companion, and having one of the other players in the party roleplay the companion in any interactions (in addition to their primary character). Not all players or all groups enjoy this mode of play, but for those that do, this is a great way to get players engaged in thinking about other characters in the group. Alternatively, the GM or the haunted fighter's player can roleplay the companion.

companion, but as long as the ghost is present, your spectral companion cannot guard an ally, use Companion's Strike, or be affected in any way.

Starting at 18th level, the ghost that you conjure has hit points equal to five times your fighter level.

Shared Nature. Starting at 15th level, you can briefly become spectral as well. As an action or bonus action, you become invisible, gain a fly speed of 30 feet, and gain resistance to all damage except radiant and force damage until the end of your next turn. Once you use this feature, you may not do so again until you complete a short or long rest.

Spectral Legion. Starting at 18th level, your spectral companion calls forth a legion of others like it to guard you and all of your allies. As an action, you and all allies within 30 feet that are not guarded by your spectral companion reduce damage by 6 from all sources except radiant or force damage. This lasts for one minute. Once you use this feature, you may not do so again until you complete a long rest.

WARLOCK PACT: THE EVIL EYE

Traditionally, the Evil Eye is an expression of envy and malicious intent. Any sort of patron might grant the Pact of the Evil Eye, as the Archfey and Archfiend both appreciate the power of envy, and a wild-eyed stare certainly befits any warlock of the Great Old Ones. Such warlocks are specialized in the hex spell and gain more options in its usage.

You learn the *hex* spell. The spell doesn't count against your spells known.

When the target of your current casting of *hex* deals damage to you, you may spend a reaction either to deal the *hex* effect's damage value to the target, or to add 1d6 to your Constitution saving throw to maintain concentration.

RELATED INVOCATIONS

CURSE OF THE MYSTIC NETTLE

Prerequisite: Pact of the Evil Eye feature

Once per casting of *hex*, while the spell's effect continues, you may impose disadvantage on a single saving throw the target makes as a free action. Transferring the hex to a new target does not constitute a new casting.

CURSE OF THE MARIONETTE

Prerequisite: Pact of the Evil Eye feature, 15th level

Once per casting of *hex*, you may spend an action to cast *dominate beast* or *dominate person* on that target without spending a spell slot. Transferring the hex to a new target does not constitute a new casting.

Wards Against the Evil Eye

In many lands, wards against the evil eye are common symbols, worked into building decorations as well as personal jewelry. At the GM's discretion, someone under the protection of a ward against the evil eye gains advantage on saving throws against spells like *hex* and invocations related to the Evil Eye.